

Integral Spiral of Developmental Waves

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Credits:
Ken Wilber
Don Beck - Spiral Dynamics Integral

Turquoise - Holistic Self - no specific age
Collective Individualism - starting 30 years ago
Experience the wholeness of existence through mind and spirit.
Quest: peace in an incomprehensible world.
Method: deeper receptivity of multidimensional trans-rational perceptions...
Pitfalls: pathologies of the soul...

Yellow - Integral Self - no specific age.
Worldcentric - starting 50 years ago
Live fully and responsibly as what you are and learn to become.
Quest: integral synthesis
Method: awaken maximum number of streams of evolution, integrate diversity with discernment...
Pitfalls: aborted self-actualization, existential angst, bad faith, etc.

Second Tier - Transpersonal - Being

////////// **RADICAL PHASE SHIFT** \\\生\\\\\\\\\\

First Tier - Personal - Subsistence

Green - Sensitive Self - age 15–21 years
Social Democracies, informational - starting 150 years ago
Seek peace within the inner self and explore, the caring dimensions of community.
Quest: affectionate relations.
Method: appreciate diverse views, listen well, go for consensus, emphasize group needs...
Pitfalls: inauthenticity, deadening, excessive relativism, lack of discernment, interminable attempts at consensus...

Orange - Achiever Self - age 9–14 years
Capitalistic Democracies - starting 300 years ago
Act in your own self-interest by playing the game to win.
Quest: material pleasure.
Method: learn to excel, set goals, achieve, measure success...
Pitfalls: identity crisis, role confusions, consumerism, ecological crisis, workaholism, goal-fixation, over-attachment to successful methods...

Blue - Rule/Role Self - age 7–8 years. Later Mythic
Nation States, Authoritarian - starting 5,000 years ago
Life has meaning, direction, and purpose with predetermined outcomes.
Quest: ultimate peace.
Method: follow the given rules, don't exceed your role...
Pitfalls: archetypal role identification, script pathology, fundamentalism, fascism, etc.

Red - Impulsive Self - age 3–6 years. Early Mythic
Feudal & Exploitive Empire - starting 10,000 years ago
Be what you are and do what you want, regardless.
Quest: heroic status, power, glory.
Method: align with power, take what you need...
Pitfalls: anxiety, depression, phobias, excessive guilt, cannot build stable nations

Purple - Magic/Animistic Self - age 1–3 years.
Tribal Order - starting 50,000 years ago
Keep the spirits happy and the tribe's nest warm and safe.
Quest: safe mode of living.
Method: Petition to Gods or Powers with ritual...
Pitfalls: borderline, narcissism, omnipotent fantasy, animistic hallucinations, tribal conflicts

Beige - Instinctive Self - age 0–18 months
Survival Bands - starting 100,000 years ago
Do what you must to stay alive.
Quest: food, water, warmth, shelter
Methods: scavenge whatever you need...
Pitfalls: primitive developmental psycho-pathologies, autism

